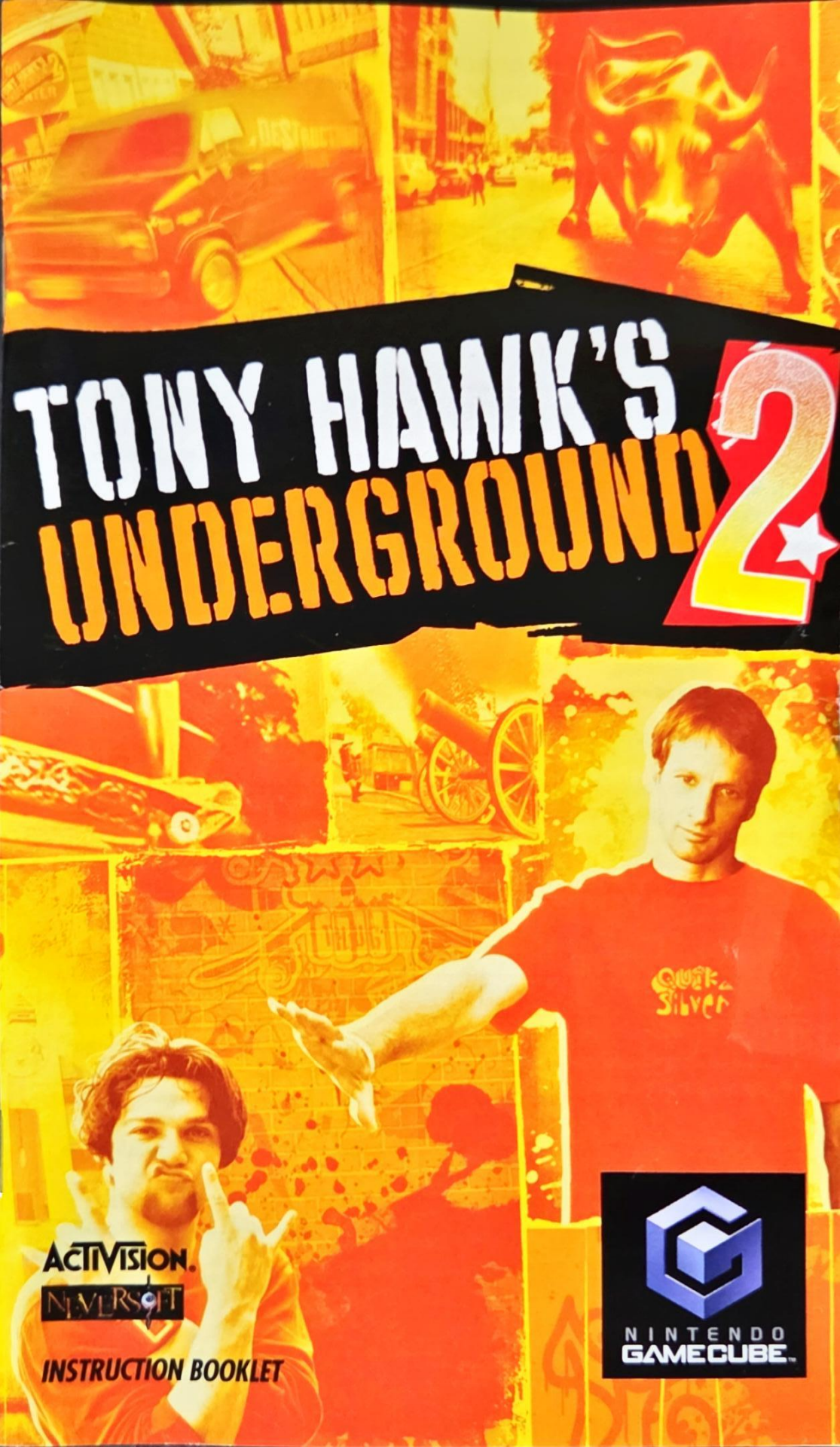

TONY HAWK'S
UNDERGROUND
2
ACTIVISION.
NEVERSOFT
INSTRUCTION BOOKLET
NINTENDO
GAMECUBE.

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

TEEN
Blood
Crude Humor
Language
Suggestive Themes
Use of Alcohol
Violence

LICENSED BY Nintendo

NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

Controlling the Skater 4
Focus Mode 7
Projectiles 7
Tantrums 7
Walking and Climbing 8
Tagging 8
Control Tips 8
Scoring Tips 9
Special Meter and Special Tricks 9
Camera Control 10
The Main Menu 10
Create-A-Modes 11
Story Mode 12
Multiplayer Modes 13
Saving and Loading 14
Create-A-Skater 15
Create-A-Graphic 16
Create-A-Park 17
The Create-A-Park Menu 20
Create-A-Goal 22
Tricks 26
Game Options 28
Credits 31
Customer Support 40
Software License Agreement 49

CONTROLLING THE SKATER

BASIC CONTROLS

CROUCHING

To crouch, press and hold the **A** Button. Crouching while skating around makes the skater go faster.

OLLIE (OR JUMP)

To ollie (or jump), press and release the **A** Button. An ollie can also be performed at the top of a ramp to increase height and/or distance (depending on the type of ramp).

GRAB TRICKS

To perform a grab trick, you must first be in the air. Once in the air, press the **X** Button in combination with one of the directions on the +Control Pad. Each direction on the +Control Pad performs a different grab trick. The longer you hold the **X** Button down during a grab trick, the longer you'll "tweak" that grab trick.

The score for the trick increases over the length of the grab.

FLIP TRICKS

To perform a flip trick, you must first be in the air. Once in the air, press the **B** Button in combination with one of the directions on the +Control Pad. Each direction on the +Control Pad performs a different flip trick.

GRIND TRICKS

To perform a grind trick, you must be near a rail or a grindable surface.

First ollie (press and hold the **A** Button), and then press the **Y** Button when near the rail/grindable surface to perform a grind trick.

- **50-50** = When parallel to a rail, press and hold the **Y** Button.
- **Nosegrind** = Press ⬆ on the +Control Pad and the **Y** Button.
- **5-0** = Press ⬇ on the +Control Pad and the **Y** Button.
- **Boardslide/Lipslide** = Rotate the board perpendicular to a rail and press the **Y** Button.
- **Noseslide/Tailslide** = Press ⬅ or ➡ on the +Control Pad and the **Y** Button. Rotate the part of the board you want to slide on into a rail.
- **Smith/Feeble** = Press ↙ or ↘ on the +Control Pad and the **Y** Button.
- **Crooked/Overcrook** = Press ↖ or ↗ on the +Control Pad and the **Y** Button.

LIP TRICKS

To perform a lip trick, skate straight up a ramp or quarterpipe and press the **Y** Button with a direction on the +Control Pad at the lip (or top edge) of the ramp. Press ⬅ and ➡ on the +Control Pad to balance.

MANUALS

To perform a manual, quickly press ⬆ then ⬇ on the +Control Pad. You can also nose manual by quickly pressing ⬇ then ⬆ on the +Control Pad. Press ⬆ and ⬇ on the +Control Pad during a manual to balance.

REVERTS

To revert when landing back onto a ramp, press the **R** Button when you hit the ramp surface coming out of an aerial maneuver.

NO COMPLY

To perform a no comply, quickly tap ⬆ on the +Control Pad just before tapping or releasing the **A** Button.

BONELESS/FASTPLANTS/BEANPLANTS

To perform a boneless, fastplant or beanplant (varies depending on the pro skater), quickly tap ⬆⬆ on the +Control Pad and release the **A** Button. These tricks allow you to jump farther and higher than a regular ollie.

ADVANCED CONTROLS

PRESSURE FLIPS

Quickly tap ⬅ ➡ on the +Control Pad just before tapping the **R** Button to move your feet into pressure flip position. Press the **A** Button to jump and the **B** Button plus either ⬆, ⬇, ⬅ or ➡ on the +Control Pad to execute a pressure flip.

NOLLIE

A nollie is an ollie (or jump) performed on the front of the board instead of the rear. To perform a nollie, quickly tap ⬆⬆ on the +Control Pad just before tapping the **R** Button to get into position, then press the **A** Button. Nollie flip tricks follow from nollie stance. You can also toggle between regular, pressure and nollie positions by pressing the button while grinding or in a manual.

Note: Pressure and nollie tricks give you more scoring options.

SWITCH STANCE

You'll score more points when performing tricks in switch stance, which is the opposite of the skater's normal stance. To get into switch stance, press the **R** Button. Your stats will be decreased when switched unless your Switch stat is maxed at 10.

WALLRIDES

To perform a wallride, approach a wall at a 45° angle and ollie into the wall while holding the **Y** Button. Press the **A** Button to wallie. Press ⬆ on the +Control Pad and the **A** Button to wallieplant. To do a vert wallplant, launch off a quarterpipe and press the **A** Button on the way up.

STICKER SLAP

Jump straight into a wall and press the **A** Button to plant your foot on the wall and kick off in the opposite direction.

WALLPUSH

Skate or manual straight into a wall and hold the **Y** Button to push off the wall.

SPINE TRANSFERS

To transfer over a spine (two quarterpipe ramps placed back-to-back), press the **R** Button when launching off of one side of the spine.

SKITCHING

To skitch (get pulled behind a vehicle), press ⬆ on the +Control Pad when directly behind a vehicle. Press ⬅ and ➡ on the +Control Pad during a skitch to balance the skater.

FLATLAND TRICKS

All flatland tricks stem from the manual ⬆⬇ or ⬇⬆. Once in a manual, tapping twice on the **X** Button, **Y** Button, **B** Button or any combination of those buttons will produce a variety of flatland tricks. You must balance during the string of flatland combos using ⬆ and ⬇ on the +Control Pad.

DOUBLE-TAP FLIPS AND GRABS

Press any direction on the +Control Pad and double-tap the Flip or Grab button twice to bust a double or more advanced version of the base (single tap) trick. These tricks score more points than the base tricks.

GRIND/LIP BRANCHING

In the middle of a grind or lip trick, tap twice on the **X** Button, **Y** Button, **B** Button or any combination to change your trick.

FLIPS/ROLLS

When performing a Flip or Grab trick, you can customize your move in mid-air by using the +Control Pad. While holding the **X** or **B** Buttons in the air, double tap down to do a backflip, double tap up to do a front flip and double tap left or right to do a frontside or backside roll (depending on which way your body is facing).

POWERSLIDE

Press ⬇⬇ on the +Control Pad then tap the **R** Button to do a quick 180°.

ACID DROPS

Press the **R** Button while jumping over a quarterpipe ramp to acid drop into the ramp. You can do this while skating or walking. (See the *Walking* section on the next page.)

FOCUS MODE

When your special meter is filled, press the **L** Button to go into slow-mo focus control. Now you can view every trick and land it clean. Just keep your special meter up and your combo going to stay in focus mode. Focus Mode is limited in two ways:

1. You can only use it for 15 seconds at a time.
2. You may not execute Focus Mode in the same combo more than 3 times.

PROJECTILES

As you skate around, you may find projectiles (like apples, for example). Press the **X** Button to pick them up and the **B** Button to throw. Find a pedestrian and try to nail 'em.

TANTRUMS

When you bail, a meter comes up showing your level of frustration. Try to fill up the meter by tapping the **Y** Button as fast as you can, releasing your

frustrations in a tantrum. If you throw a tantrum, you'll also earn a small Freak Out bonus score that you can use to start your next combo. The higher your meter, the crazier your tantrum will be and the bigger your Freak Out bonus. It pays to go nuts!

WALKING AND CLIMBING

WALKING

In *Tony Hawk's Underground 2* you can get off your skateboard and walk or run. To switch from skating to walking, press the **Z** Button. While in Walk Mode, use the +Control Pad to control your skater. By pressing and holding the **A** Button, your skater will run instead of walk.

CLIMBING/HANGING

To climb and/or hang, you must first be in Walk Mode; then jump (using the **A** Button) near a wall or hanging wire and press the **R** Button to grab the ledge. While hanging, press ⬅ and ➡ on the +Control Pad to move your position and press ⬆ on the +Control Pad to climb up onto the ledge surface. You can also jump into a wall and press the **A** Button to do a wall jump.

Note: Not all ledges allow climbing or hanging.

TAGGING

Walk over to a wall and lay down your very own graffiti tag by pressing the **Y** Button while you're facing a flat surface. You can also use the new Create-A-Graphic mode (see page 16) to customize your tag and make it your own.

CONTROL TIPS

- When you bail, tap the controller buttons repeatedly to get up faster.
- Each skater has a different trick setup. You can configure your tricks any way you like using the in-game Edit Skater/Tricks menu.
- Special tricks have high point values. Expand your special tricks by playing through Story Mode.

- You can jump off your board and continue your combo run for a limited time. Use this move to get your speed back up and keep tricking (just before you think your combo is over).

SCORING TIPS

- Combine grab and flip tricks while catching air for higher scores.
- You can continue your combo moves using reverts and manuals. Manuals keep your combo going across flatland ground sections. Reverts keep your combo going from big air tricks off ramps.
- During a run (unless in a free skate session), every time you repeat a trick, the trick's point value decreases. To get a high score, you're going to have to think about your "line" and mix up the tricks you perform.
- Switch tricks are worth more and devalue separately from regular tricks.
- Try to trick into and out of every grind.
- Use special tricks for huge scores.
- Spinning (540°, 720°) while in the air performing tricks nets bigger scores. Press the ⬅ and ➡ on the +Control Pad to spin around.
- Every trick in a combo adds to your score multiplier.
- Nollie tricks score more points than regular ollie tricks.
- Trick across gaps (the blue text transfers) to maximize your combos.
- When landing from a quarterpipe, revert then manual to continue your combo.
- You can combo every type of trick—lip tricks, manuals, vert tricks, grinds, etc.—and use revert to link them together. There are also spine transfers and skitching—you can link those in your combos, too!

SPECIAL METER AND SPECIAL TRICKS

As you score points in *Tony Hawk's Underground 2*, your Special Meter (the meter in the top left of the screen) fills up. When the meter is glowing and pulsing in color, you can perform special tricks that you normally cannot. The Special Meter increases as you perform tricks, so you'll be able to bust some special tricks in the middle of your first combo. By default, you start with

4 special tricks. You can earn extra special trick slots by completing special tasks in Story Mode. Special tricks are performed using multiple direction presses on the +Control Pad with the corresponding face button. Try playing through Story Mode to earn more special tricks.

CAMERA CONTROL

You can use the **C Stick** to move the camera and check out what's around you when you're skating. When walking, tap the **L** Button to re-center the camera behind the skater.

THE MAIN MENU

The Main Menu of *Tony Hawk's Underground 2* allows you to select from all the different game modes. Press ⬆ or ⬇ on the +Control Pad to rotate the wheel to the desired menu option. Press the **A** Button to select the highlighted menu option.

STORY MODE

Ripped from the streets of your hometown, Tony Hawk takes you on an unprecedented around-the-globe skating blitzkrieg called *The World Destruction Tour*. It's half competition, half all-out monster party for hardcore skating veterans and up-and-coming pros like you. This one-of-a-kind underground competition pits Tony's team against Bam Margera's team in a skating fiesta that leaves a worldwide wake of chaos from the hundreds of insane and ridiculous stunts and challenges that await you!

CLASSIC MODE

Ready to go old school? Complete all the old favorite goals like SKATE letters, high scores and more in the *Tony Hawk's Underground 2* levels, plus 6 other re-released levels with 10 new goals per level and a 2-minute time limit. The branching level progression allows you to decide where you want to go next.

HIGH SCORE/FREE SKATE

Choose a level and try to do your best skating within a two-minute session. You can set high scores and new records in this mode. The Boston level is open for skating from the beginning. To earn access to and choose alternate levels, you must play through either Story Mode or Classic Mode.

2-PLAYER

When you and a friend are ready to go head-to-head, this mode offers many different 2-player games.

> ***Note:*** To select 2-Player Mode from the Main Menu, two Controllers must be plugged into the Nintendo GameCube™ system.

CREATE-A-MODES

CREATE-A-SKATER

Want to make the ultimate skater? Create-A-Skater allows you to start from scratch and create your own character to skate within any mode of *Tony Hawk's Underground 2*.

CREATE-A-PARK

Create the skate park or skate city of your dreams! Specify the size and name of your park and start building. You can choose from a variety of pieces and then add your own challenges to the level (also see Create-A-Goal on page 22).

CREATE-A-GRAPHIC

Want to really leave your mark? Make your own unique graffiti design by layering and customizing tons of images and then use it to tag up the levels. You can also place your created graphic on your Create-A-Skater, applicable clothing items and even your skateboard deck.

CREATE-A-GOAL

Choose a level and start creating goals you can trade with friends. Pick from Skate, Combo, High Score and many other types of goals!

CREATE-A-TRICK

Not satisfied with the tricks we put in the game? Design your own! Create your tricks, and then show off your moves.

GAME OPTIONS

This is your one-stop shop for setting your preferences and saving or loading your game. You can change the controller configuration, adjust sound settings, check out level records, enter cheat codes or watch movies.

STORY MODE

THE STORY

You're an up-and-coming pro with serious skills when skating legend Tony Hawk invites you to join his team of skaters in an unprecedented, around-the-world competition—an all-out skating blitzkrieg where you'll rack up points for your team through serious hard-core skating and ridiculous stunts. It's Tony's team versus Bam's team in an underground skating competition. Two teams, international cities and hundreds of funny and insane challenges await.

GOALS AND THE VIEW GOALS MENU

A list of goals to complete is presented as you enter each location. Skate around the level and investigate to trigger these goals, or go to View Goals in the Pause Menu to get hints. As you skate, look around the level for your teammate, who has his own set of objectives to complete. Once you find him, press the **X** Button to switch to that character and unlock his goals. You'll have to seek out and find your teammate as well as a guest and a secret skater to unlock all the possible goals for that location. Once goals have been unlocked, you can complete them by playing as yourself or as one of the other characters. Good luck!

MULTIPLAYER MODES

2-PLAYER

Hook up two Controllers and you can play against a friend in split-screen action.

MULTIPLAYER GAMES

TRICK ATTACK

The player with the highest score at the end of the time limit wins!

SCORE CHALLENGE

Similar to trick attack, except the match ends when the first skater reaches the target score.

COMBO MAMBO

The player who busts the biggest combo during the time limit wins! Make your combos count, because your highest scoring combo will be your score for the match.

SLAP!

This one's easy to explain: The player who slaps the most wins! When two skaters collide, the faster player stays standing. So bust some tricks to get your Special Meter full, and then start slapping the other skaters around!

KING OF THE HILL

There's a crown out there somewhere and the first player to find it becomes King. While you're King, you'll have a crown above your head and your score will start going up. To keep things fair, you'll skate slower while wearing the crown. Slap the King around to steal the crown. The first player to hold the crown for the preset time limit wins!

***Tip*:** Follow the arrow displayed at the top of the screen to locate the crown.

GRAFFITI

The player with the most "tagged" objects wins! Obstacles are tagged with your color by tricking off them. Try to steal your friend's tags by pulling higher scores and bigger combos off the same object.

H.O.R.S.E.

The old classic H.O.R.S.E. (or the word of your choice—behave!) returns! In this one-on-one best trick contest, nail a trick then watch as your opponent tries to beat it. Your opponent must match or beat your score. If not, he or she gets a letter. First one to get all the letters tastes defeat!

FIREFIGHT

Suspend disbelief for a moment…You can shoot fireballs from the bottom of your skateboard! The higher your combo, the bigger your fireballs become. Your objective is to knock out the other players. Shoot fireballs with ⬆ on the +Control Pad and the **B** Button or ⬇ on the +Control Pad and the **B** Button. You can keep tapping the **B** Button for double, triple and even quadruple fireballs!

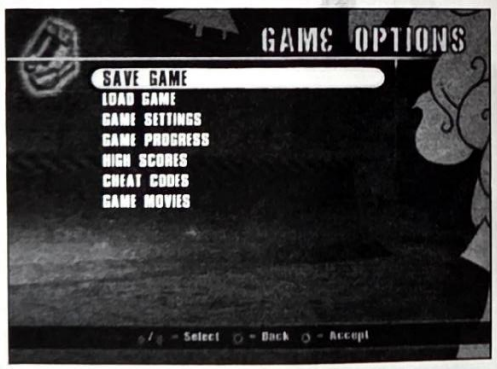
SCAVENGER HUNT

New to *Tony Hawk's Underground 2*! Each player places 5 coins throughout the level. Be the first one to pick up all the coins, including your own 5, or at least be the one to pick up the most coins before the time limit runs out, and you win!

FREE SKATE

Keep it real with a no-time, no-score and no-rules session. Skate just like you do on the street, minus the ever-present cops and security guards.

SAVING AND LOADING



To save a game, you'll need at least 13 blocks of free space available on a Nintendo GameCube™ Memory Card. To load a previously saved game, select **Load Game** from the Options Menu.

- The Story/Skater file requires 13 blocks. This file contains both your skater and his or her progress through Story Mode as well as any unlockables you may have earned.
- The Park file requires 6 blocks. The park file contains the layout of the park and any custom goals you've put in it.
- The Tricks file requires 6 blocks and contains a single trick that can be traded with friends.
- The Goals file requires 14 blocks and contains all the custom goals you've created for the levels. Create up to 10 goals in each level—a Goals file can store up to 120 individual goals.
- The Graphic file requires 6 blocks depending on the complexity of your image.

CREATE-A-SKATER

Note: Activision Customer Support cannot troubleshoot user-made skaters.

In *Tony Hawk's Underground 2*, you can create nearly any kind of skater. Create your own skater—then show off your look!

Note: You cannot change or customize certain items with other items.

CREATE OPTIONS

From the Main Menu, select **Create-A-Modes** then **Create-A-Skater**. You can choose to create a new skater or edit your current skater. You can also load a previously saved skater, or save the skater you just created.

PIECE CATEGORIES

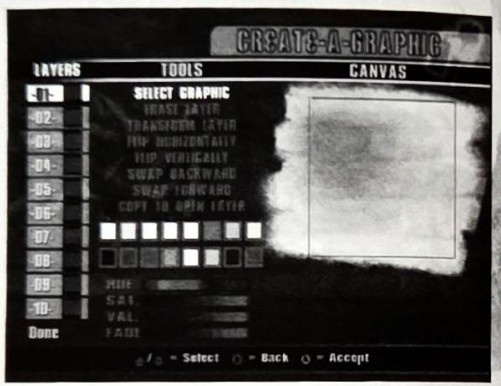
The available Piece Categories when creating a new skater or editing your current skater are:

- **Information =** Name, Hometown, Age, Sex, Voice, Stance, Push, Tricks
- **Head Options =** Skin color, Face type, Eyes, Hair style, Hair color, Facial hair, Facial hair color, Hat style, Hat color, Hat logo, Glasses, Glasses color
- **Torso Options =** Shirt style, Shirt main color, Shirt second color, Front logo, Adjust front logo, Back logo, Adjust back logo, Backpack, Backpack color, Accessories, Accessories color
- **Leg Options =** Pants, Pants color, Socks, Socks color, Shoes, Shoe color
- **Tattoo Options =** Head tattoo, Chest tattoo, Back tattoo, Left Sleeve tattoo, Left Bicep tattoo, Left Forearm tattoo, Right Sleeve tattoo, Right Bicep tattoo, Right Forearm tattoo

- **Scale Options =** Body, Head top, Head, Nose, Jaw, Chest, Waist, Biceps, Forearms, Hands, Thighs, Calves, Feet
- **Deck Options =** Deck graphic, Grip tape, Wheel color
- **Sticker Options =** Choose from a list of graphics and logos to designate your sticker of choice
- **Pad Options =** Elbow pads, Elbow pad color, Kneepads, Kneepad color

CREATE-A-GRAPHIC

Put your creativity to the test! Use this new tool to layer and combine all kinds of different graphic elements, shapes and text to create your own personal logo. Then, use that graphic as your graffiti tag, deck graphic or even on your skater clothes!



OPTIONS

From the Main Menu, select Create-A-Modes then Create-A-Graphic. You can choose to create a brand new graphic, edit the current graphic, load a previous graphic or save your graphic. You can also select from a list of premade graphics that you can use or customize and make your own.

Once you've entered the editor, there are 10 layers for you to choose from. Pick a layer and then hit Select Graphic to choose from a wide variety of graphics, illustrations, logo shapes, backgrounds, odd shapes, sponsor logos or even enter your own text! Once you've chosen a graphic element for that layer, press the **B** Button to go back to the Graphics Editor and see how it looks on your canvas. Then you can:

- Modify Graphic/Text – Go ahead and change your mind. This allows you to go back and pick a new graphic for that layer.
- Erase Layer – Wipe that layer clean and start over.
- Transform Layer – Move the **C Stick** side to side to rotate the layer. Move the **C Stick** up or down to scale the layer and make it larger or smaller. The +Control Pad move the layer within the canvas.

- **Flip Horizontally** – Flip the layer left to right to see its mirror image.
- **Flip Vertically** – Flip the layer top to bottom to see its mirror image.
- **Swap Backwards** – When you have more than one layer, you can move the selected layer behind the other layers to get the desired visual effect.
- **Swap Forward** – Move the selected layer in front of each of the other layers to bring it to the front of the graphic.
- **Copy to Open Layer** – Create a new layer by making a copy of your current layer.
- **Color Palette** – Choose a color from one of the 16 boxes to change the color of the graphic element on that layer. Also use the Hue, Saturation, Value and Fade sliders below to customize your color selections.

When you're satisfied with each layer, press the **B** Button to return to the list of layers on the left. Use up to 10 layers to create your own masterpiece! When you're satisfied with your graphic, select Done at the bottom of the layer list to return to the Create-A-Graphic menu. Now you can save your graphic and use it in-game!

CREATE-A-PARK

Tony Hawk's Underground 2 has one of the most advanced level editors created, allowing you to design your own level and place different kinds of created goals within the level.

Note: Activision Customer Support cannot troubleshoot user-made editor parks.

BASIC CONTROLS

The currently selected piece acts as your "cursor" as you use the Control Stick to move the piece around your park. The **X** Button rotates the piece and the **A** Button places it down. The **B** Button erases any pieces intersecting with the current piece.

CHANGING PIECES

Use the +Control Pad to select pieces. ⬆ and ⬇ on the +Control Pad allow you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left-hand corner of the screen. Once you've selected a category, ⬅ and ➡ on the +Control Pad scroll through the pieces available in that category. The name of the selected piece is listed above the piece.

RAISING AND LOWERING GROUND

Use the **L** and **R** Buttons to raise and lower the ground beneath the currently selected piece. To raise or lower large areas, choose a large piece, like the Cruise Ship Pool in the Pools category. Then press the **L** or **R** Button to raise and lower large sections of your park at once.

TOOLS AND THE CLIPBOARD

You can select a portion of your park or another park and copy and paste it with the Area Selection tool. Use the +Control Pad to select the Tools category and find the Area Selection cursor. Place the cursor at the desired area. Press the **A** Button to start the selection, use the Control Stick to make your selection (shaded in red) and then press the **A** Button to complete your selection. The selection menu will appear:

Continue – Go back to the park editor.

Copy – Make a copy of the selected area that's stored in the Clipboard category for later use.

> ***Note:*** If your park is low on memory, you may not be allowed to copy large sections.

Cut – Remove the selected area and store it in the Clipboard for use in a different area.

Delete Pieces – Clear the selected area.

After making a selection and using the Copy or Cut function, use the +Control Pad to select the Clipboard category. Scroll left or right to view all your saved selections. You can then move the saved item around the park and use the **A** Button to place it.

THE GAP TOOL

When a difficult jump or maneuver is done over a gap, extra points are earned. Tricking across gaps is the key to getting big scores. A gap can encompass nearly anything—a jump from one ramp to another, a transition across two quarterpipes far away from each other, grinding a long kinked rail or even manualing across a particularly tough table.

CREATING GAPS

Gaps always link two objects together. In the editor, use the Gap Tool to select the first piece involved in the gap. Then select the second piece to complete the gap. Each piece of the gap will now have a "gap poly" attached to it. The gap poly looks like a gray, wireframe "wall" attached to the piece. To achieve a gap in the game, the player must jump through one gap poly and pass through the other side of the gap poly before landing. Put the Gap Tool over a piece with a gap attached to it to modify that piece's gap poly. The **X** Button rotates the gap poly to a different side of the piece. Pressing ⬆ or ⬇ on the +Control Pad while holding the **L** or **R** Buttons will modify the dimensions of the currently selected gap. Press the **A** Button to access that gap's Gap menu.

GAP MENU OPTIONS

- **Name Gap –** The text that appears on-screen when the player gets the gap.
- **Set Gap Score –** How many points the gap is worth.
- **Set Gap Type –** You can restrict how a gap can be achieved by setting one of these options. This is useful for setting up advanced created gap goals.

You can establish gaps, for example, that the player can only get when grinding.

> ***Tip:*** You can always get back to the Gap Menu by placing the Gap Tool over a piece shaded blue and pressing the **A** Button.

You can erase a gap by placing the Gap Tool over a piece involved in the gap and pressing the **B** Button. This will remove both sides of the gap.

> ***Note:*** Gaps cannot be attached directly to rails created with the Rail Tool. Instead, they should be attached to pieces underneath the rails.

THE RAIL TOOL

The freeform rail tool allows you to make complex layouts that go up and over any piece in your park. The Rail Tool allows you to "draw" rails any way you like. When you first highlight the Rail Tool, you'll be in Free Movement Mode. Use the Control Stick to move the cursor around your park. Use the **L** or **R** Buttons to raise and lower the cursor. The **C Stick** controls the camera. Pressing the **Y** Button will "snap" the rail cursor to the nearest existing rail or to the nearest point on an object. Press the **A** Button to put down a post and start making a rail. As you move the cursor around, you'll see a rail link connecting your initial point to the cursor. Keep pressing the **A** Button to put down rail links. Press the **B** Button when you're finished with a rail and the cursor will return to free movement.

EDITING EXISTING RAILS

The freeform rail tool can also be used to edit existing rails. Move the cursor over a rail or rail link until it starts blinking. Press the **B** Button to delete the blinking sections. Press the **X** Button to "grab" the nearest rail point. Once grabbed, the rail point can be dragged in any direction, raised or lowered. Press the **A** Button to place the rail in the new position and return to free movement.

> ***Note:*** You can only grind around corners that are 45° or less. As you make rails, links that CANNOT be continuously skated will appear as red. A green link indicates that the rail transition will work.

OTHER CONTROLS

Press **START** to bring up the Park Editor Menu. Holding the **Z** Button and pressing the **L** and **R** Buttons zoom the camera in and out.

THE CREATE-A-PARK MENU

While building, press **START** to access the Park Editor Menu.

- **Continue** – Continue where you left off in the park editor.
- **Test Play** – Land in your created park with the last character you played the game with to test your creation.
- **Create-A-Goal** – See page 22.

- **Switch Theme** – There are 5 themes to choose from and the theme can be changed at any time. Switch Theme will not erase or affect the layout of the park.
- **Resize Park** – Adjust the size of your park. You can manipulate each side of your park independently.
- **Nuke Park** – This will clear the park so that you can start over… if you must!
- **Save Park** – Save your park to a Nintendo GameCube™ Memory Card. The name you save under will become the name of your park.
- **Load Park** – Load a previously created park from a Nintendo GameCube™ Memory Card.
- **Load Premade Park** – Allows you to load a pre-built park included with *Tony Hawk's Underground 2*. You can learn a lot about park layout by looking at the included parks, and you can erase, rebuild and resave them.
- **Quit** – Takes you back to the Main Menu.

OTHER IMPORTANT PIECES

RESTART POINTS

- **Player 1 Start** – The green object marked "1P" is the player 1 start point. This piece marks the starting point for player 1. Only 1 start point per player can be placed in a level.
- **Player 2 Start** – The red object marked "2P" is the player 2 start point. The 2 start point works the same way: it marks where the second player starts in a multiplayer game.
- **Horse Start** – These mark the starting positions in a H.O.R.S.E. game. The player 1 start point also doubles as a H.O.R.S.E. start point. Only 6 H.O.R.S.E. start points can be placed in a level.
- **Crown Start** – This piece is used to mark where the crown will appear in King of the Hill games. You can place up to 6 crowns in your level.

THE MEMORY METER

As you add pieces, rails and goals to your level, the memory meter at the bottom of the screen fills up. When the entire meter is red, you can no longer add anything to your park.

CREATE-A-GOAL

Ready to design your own game? You can take one of the parks you've created yourself or one of the levels in the game and make your own goals and challenges. Trick spots, sick lines, combo goals—all it takes is a little time and a whole lot of creativity.

From the Main Menu, select the **Create-A-Modes** option and then **Create-A-Goal**. If you want to play someone else's goals, select **Load Goals** and load them up. When you get to the Level Select Menu, you'll see a set of numbers below each level's name— the number on the far right is the maximum number of goals that can be created per level. The number preceding it is the number of goals that you've created for that level. Select a level and you'll enter it in free skate mode. Skate up to a pedestrian to initiate a goal or pause and select **View Goals** to jump to a particular goal.

CREATING YOUR OWN GOALS

You also use this mode if you want to make your own goals. To make a goal in a level, press **START** and select **Create-A-Goal**. If this is your first goal, select **Create New Goal**. Later, you'll also be able to access your other created goals for this level on this screen.

***Note*:** For created parks, you must access this option from within the Park Editor Options Menu.

CONTROLS

Whenever you create a new goal, the first 2 steps will be the same: first, place the pedestrian that will give out this goal. Second, place the restart piece where you want the player to be placed when he or she starts this goal. Use the Control Stick to move the pedestrian or cursor around the level. The **C Stick** moves the camera so you can more accurately place items in the level. The **L/R** Buttons raise or lower an item. Hold the **Z** Button and press the **L** or **R** Button to zoom in and out. Press the **A** Button to place the item in the level. Next, select from the following list of goal types:

- **SKATE Letters –** The player must collect all 5 letters in the allotted time to win. Place the goal pedestrian (person who gives out the goal in-game) in the level using the previous controls. Next, select the starting point of the player who will be completing the goal (indicated by the green 1P text and yellow arrow). Then place the letters **S-K-A-T-E** around the level at your desired locations. Players can collect SKATE letters while skating, walking or driving one of *Tony Hawk's Underground 2*'s many vehicles.

- **COMBO Letters –** Place the goal pedestrian, player start point and the letters **C-O-M-B-O** around the level at your desired locations. The player will be required to collect all letters in a single combo.

- **High Score –** Place the goal pedestrian and player start point, and then proceed to the Edit Goal Menu. A high score goal challenges the player to reach a target score you set.

- **High Combo –** Place the goal pedestrian and player start point, and then proceed to the Edit Goal Menu. This goal challenges the player to complete a single combo at a set score.

- **Skate Tricks –** Place the goal pedestrian and player start point, and then proceed to the Edit Goal Menu. In this goal, tricks will appear on the right-hand side of the screen and the player must complete them before the screen fills up.

- **Combo Skate Tricks –** Place the goal pedestrian and player start point, and then proceed to the Edit Goal Menu. Combo Skate Tricks are the same as Skate Tricks, only the player must do combinations of tricks to clear each block.

- **Tricktris –** Place the goal pedestrian and player start point, and then proceed to the Edit Goal Menu. Tricktris is like Skate Tricks, only the tricks appear in preset blocks.

- **Trick to the Beat –** Select the type of tricks that the player must complete to the rhythm they hear in-game.

- **Checkpoint/Race –** Place cones around the level to create a race. Choose how the participants will compete in the race (i.e., skate, walk, etc.) and then let them loose!

- **Gap** – Place the goal pedestrian and player start point, and then select a gap or gaps that this goal will involve. Gap goals are some of the most useful and modifiable goals in *Tony Hawk's Underground 2*. A gap goal challenges the player to get a gap (or gaps) and can also ask them to do a specific trick across that gap. Gap goals can be completed when skating, walking or driving a vehicle—so gap goals can be used to set up everything from complex trick spots (e.g., "Do a 900° across this channel") to crazy vehicle jumps.

THE EDIT GOAL MENU

After placing objects needed for your goal, you'll be taken to the Edit Goal Menu. You can also edit a goal by pausing the game, selecting **Create-A-Goal** and then highlighting the goal you want to change and pressing the **A** Button. All the editable options for a given goal appear on this menu. Some of the options:

- **Edit Positions** – This option allows you to reposition the objects you placed when originally creating this goal. You'll need to replace them all.
- **Set Time Limit** – Set the number of seconds a player has to complete this goal. The default is 120 (2 minutes).
- **Set Score** – For score-based goals, set the number of points required.
- **Name Goal** – Type in the name of the goal as you'd like it to appear in the View Goals Menu.
- **Name Ped** – Give the pedestrian who gives out the goal a unique name.
- **Set Goal Text** – Type the description of the goal that the pedestrian will "say" to the player when he or she talks to the goal pedestrian.
- **Edit Win Message** – Type a message that your pedestrian will "say" when a player beats your goal.
- **Delete Goal** – Eliminate this goal.

- **Test Goal (regular levels only)** – Select this option to get dropped into the game and automatically start the current goal.

  Note: This option does not appear when making goals in Create-A-Park. To test goals in Create-A-Park Mode, return to the Create-A-Park Pause Menu and select Test Play.

- **Control** – Determine how the player starts out when they try this goal. You can always choose between skating, walking and walking only (the player will not be able to switch back to skating for the duration of the goal).
- **Pick Gaps (Gap Goals only)** – Select the gaps that the player needs to skate in this goal—and don't forget to tell them which ones you chose in your goal text!

  Note: You can only choose gaps you've created yourself or already found in the levels.

- **Required Trick (Gaps only)** – Type in the name of the trick the player must do over this gap (or gaps). Make sure to spell the trick exactly as it appears in the trick string that appears at the bottom of the screen when the trick is pulled in the game, or your gap goal may not work.
- **Edit Skate-Tricks/Tricktris** – A whole variety.

PAUSE MENU OPTIONS SPECIFIC TO CREATE-A-GOAL

Save Goals – Save your work to a Nintendo GameCube™ Memory Card. A Goals file can contain up to 120 goals, with up to 10 in any single level.

Note: Goals created in Create-A-Park are saved with the park.

Load Goals – Load a new goal file.

Note: After loading a goal file, you won't see any goals if there are none for the particular level you're in. To see what levels contain goals, go to the Level Select Screen.

A final note on goals: To learn how to create interesting goals, go into Create-A-Park and load some of the pre-made parks with goals you like. You can edit the goals to see how they're put together.

TRICKS

EDIT TRICKS

Note: Activision Customer Support cannot troubleshoot user-made tricks.

While you're hanging in the skate shop or skating in the game, you can always edit your tricks. Swap tricks until you find a perfect set to your liking.

To change a trick assignment, select the trick category you want to edit: grab tricks, flip tricks, lip tricks and special tricks. Select the trick you want to assign to a trick slot, then select the button combination you want to assign to that trick.

SPECIAL TRICKS

Special tricks always require at least 3 button presses. All skaters start out with only 4 special trick slots, but as you complete goals in Story Mode, you can earn up to 7 more slots.

CREATE-A-TRICK

Combine animations to make your own custom tricks! Select Create-A-Trick from the Main Menu to start making a trick in the Boston level.

CREATE-A-TRICK MENU

If this is your first time, choose Create New Trick to enter the trick lab. Or, choose from a variety of premade tricks to see how they were created.

In either case, you'll next be presented with the main "timeline interface." In the upper right, you'll see your skater and across the bottom, a timeline of the current trick. Build up your own trick by adding components to the timeline. As you edit, the skater in the upper left will perform your trick over and over. The trick starts on the timeline at the far left (0 seconds) and continues through to the end of the last component you've placed.

Start by pressing the **A** Button to add a new trick, animation, body rotation or sound to the timeline. From within each component, you can define the type of animation you'd like to perform, the duration of the animation and other trick-specific details. When navigating the timeline, use ⬅ and ➡ on the +Control Pad to move each specific component to a different portion of the timeline. By layering different animations and rotations, you can start to build up complex tricks. Highlight a component you've placed on the timeline and press the **A** Button to modify options associated with that component.

Some of the options you may see:

Duration – How long this trick component will last, in seconds.

Start/Stop – For a trick with an animation, you can use these parameters to effectively "chop off" the first or last part of the animation. For example, if you want to put a kickflip in your trick that only flips halfway, set the Start to 0% (the natural beginning of the trick) and the Stop to 50% (halfway through the kickflip). By using only parts of existing tricks, you can make entirely new tricks.

Hold Time (grabs only) – You can force a grab trick to hold itself for this amount of time.

Holdable (grabs only) – Change this to Yes if you want the player to hold or "tweak" this grab by holding either the **X** or **B** Button during the trick. You are limited to 1 holdable grab per created trick.

Backwards (some tricks only) – Set this to On if you want the trick animation to play backwards instead of forwards.

Points – The length and complexity of your created trick determines the score of the trick.

Rotation – Use the **Z** Button to toggle player-controlled rotation On or Off for the duration of the trick. Turning rotation Off means the player cannot spin this trick when in the air, but the score for the trick will be increased to compensate. When you're finished adding and modifying components and you want to test the trick, press the **B** Button to return to the Create-A-Trick Menu.

Back To Editor – Head back to the timeline to change your created trick.

Preview Trick – Try your new trick in a level to see how it performs. The trick will be temporarily assigned to ⬅ on the +Control Pad plus the **B** Button to make testing easy.

Name Trick – Name the trick whatever you like.

Save Trick – Save the trick to a Nintendo GameCube™ Memory Card so it can be traded.

Done – Return to the current game mode. You'll be asked if you want to keep your created trick when you exit. At any one time, you can keep up to 10 created tricks active. All 10 tricks will be saved with your skater if you save to a Nintendo GameCube™ Memory Card. Additional tricks can also be saved individually to a Nintendo GameCube™ Memory Card. See Save Trick above for more info.

> ***Note:*** After you make a trick and decide to keep it, you'll need to permanently assign your trick to your skater in the Edit Tricks Menu. Just select the key combo you want to assign the trick to and when you see the list of tricks, scroll all the way to the bottom to see your created tricks.

GAME OPTIONS

Save Game/Load Game – Please refer to the Saving and Loading section on page 14.

Game Settings – Allows you to set up Controller, sound option, screen mode, etc.

- **Control Setup –** Allows customization of control settings:
  - **Rumble –** Turn Rumble feature On or Off (always defaults to On).
  - **Autokick –** Select On for automatic acceleration of your skater. Select Off for manual acceleration. If turned Off, use the **B** Button to kick (always defaults to On).
- **Sound Options –** Allows customization of sound settings:
  - **Songs –** Toggle the soundtrack to play Random or In Order.
  - **Skip Track –** Skip the current track.
  - **Playlist –** Displays all music tracks. You decide which tracks you want to hear.
  - **Music Level –** Adjust the volume of the music tracks.
  - **Sound Level –** Adjust the volume of the game sound effects.
  - **Special Sounds –** Turn the sound effect for completion of a Special Trick On or Off.
  - **Music Zones –** Some music only plays based on your character's location within a level. Turn these special location-based music sounds On or Off.

Screen Mode – Allows a choice of display settings:

- **Display Settings:**
  - **Standard 4:3** – This is the default and the most common setting. It displays the normal television resolution.
  - **Widescreen 16:9** – This setting compresses the display so that it appears correctly on a widescreen TV set to full or widescreen mode.
- **Blood** – Turn the blood effects On or Off (always defaults to On).

Game Progress – See how far you've come… and how far you have to go! Get an update on how many points you have in Story Mode or how many goals you've completed in Classic Mode. You can also check your status on gaps.

High Scores – View the highest scores in the game on this screen. Toggle left and right to see all the levels. Each level has 5 Best High Scores and 5 Best Combos as well as Longest Grind, Longest Manual, Longest Lip and Longest Combo for each level.

Cheat Codes – Enter secret codes from magazines and online fan sites. Go ahead and cheat… we gave you the option to do so!

Game Movies – View all game movies. Some movies need to be unlocked by playing through Story Mode.

CREDITS

Designed, Developed and Destroyed by
NEVERSOFT ENTERTAINMENT

THUG2 Development Team
Jon Bailey
Ted Barber
Brad Bulkley
Clive Burdon
Rob Burns
Matt Canale
Ralph D'Amato
Peter Day
Zac Drake
Andy Firth
Alan Flores
Mike Friedrich
Jake Geiger
Andy Gentile
Jason Greenberg
Rock Gropper
Kurt Gutierrez
Gary Jesdanun
Joel Jewett
Henry Ji
Mike Kennedy
Adam Lippmann
Greg Lopez
Andy Marchal
Dana MacKenzie
Jeff Morgan
Kevin Mulhall
Nolan Nelson
David Nilsen
Josh O'Brien
Johnny Ow
Chris Peacock
Joe Pease
Scott Pease
Cody Pierson
David Powers
Jeremiah Roa
David Rowe
Matt Russell
John Sahas
Stuart Scandrett
Aaron Skillman
Chauwa Steel
Carlo Surla
Jason Uyeda
Todd Wahoske
Chris Ward
Sam Ware
Tao Zheng

THUG2 Engine and Tools
Dave Cowling
Kendall Harrison
Garrett Jost
Rulon Raymond
Damian Stones
Fred Wang

Additional Programming, Artwork and Level Design by
SuperVillain Studios

SuperVillain Studios Team
Tim Campbell
Steve Ganem
Chris Glenn
Jason Hasenauer
Chris Rausch
Josh Taylor

Concept Art
Edwin Fong

Neversoft Testers
Michelle Deyo
Ryan Ramsey
Tony White

Neversoft Support
Jacob Biegel
Ari Bilow
Lisa Davies
Tim Dean
Lisa Edmison
Chad Findley
Steve Gallacher
Chris George
Ryan Juckett
Hari Khalsa
Joe Lamas
Daniel Nelson
Sandy Newlands-Jewett
Brian Oles
Chris Parise
Paul Robinson
Beth Sanborn
Davidicus Schacher
Mark Scott
Todd Sue
Darren Thorne
John Webb
and
Logan

THUG2 Story Written by
Rob Hammersley

Neversoft Thanks
Jon Menzies
Dave Stohl
Mike Degler
Ken Schmidt
Doug Walsh
Ken Murphy
Connor Jewett
Zachary Welty
Activision
Creative Domain
GameSpy
Infinity Ward
Shaba Games
SN Systems
Skatelab
PlanetTonyHawk.com
and
thugXonline.com

Published By
ACTIVISION PUBLISHING, INC.

Executive Producer
Brian Bright

Producer
Stacey Drellishak

Associate Producer
Kragen Lum

Production Coordinator
Mike Hall
Doug Heder

Worldwide Executive of Music
Tim Riley

Music Supervisor and Licensing Coordinator
Brandon Young

Intro Movie
Creative Domain

World Destruction Tour Movie Editing & Production
900 Films

Bails Videos
411 Video Productions

V.O. Actors
Larry Cedar
Ben Diskin
Melissa Disney
Jeffrey Todd Fischer
Bartley P. Flynn
Peter A. Hulne
Arif S. Kinchen
Phil LaMarr
Lani Minella
Joshua Seth
Larc Spies
Jason Spisak
Wally Wingert
Dave Wittenberg

Skaters
Tony Hawk
Bob Burnquist
Eric Koston
Bam Margera
Rodney Mullen
Chad Muska
Ryan Sheckler
Mike Vallely

Cameos
Cut Chemist
Steve 'Steve O' Glover
Jesse James
Natas Kaupas
Phil Margera
Wee Man

ACTIVISION STUDIOS

President, Activision Publishing
Kathy Vrabeck

V.P., North American Studio
Dave Stohl

V.P., Global Brand Mgmt.
Will Kassoy

Director, Global Brand Management
Jeff Kaltreider

Global Brand Manager
Gary Pfeiffer

Associate Brand Manager
Joanne Wong

Manager, Corporate Communications
Ryh-Ming C. Poon

Publicist, Corporate Communications
Aaron Grant

Marketing/Licensing Consultant
Lisa Hudson
Black Sun Productions

CREATIVE SERVICES

V.P., Creative Services
Denise Walsh

Director of Creative Services
Matthew Stainner

Manager, Creative Services
Jill Barry

Creative Agency
Creative Domain

Manual Design & Layout
Ignited Minds LLC

LEGAL

George Rose
Greg Deutsch
Phil Terzian
Jay Komas
Michael Larson
Danielle Kim
Erika Denton

ACTIVISION SPECIAL THANKS

Mom & Dad
Nicole Willick
Mike Ward
Simon Ebejer
Jeff Poffenbarger
Jim Desmond
Wade Pottinger
Dave Anderson
Paula Cuneo
Stacy Rivas
Tiffany Everett
Irene Navarro
Matt Haring
Jared Prindle

QUALITY ASSURANCE/ CUSTOMER SUPPORT

Project Lead
Ian Moreno

Senior Project Lead
John Rosser

Night Shift Lead
Frank So

Third Shift Lead
Jeff Love

QA Manager
Joe Favazza

TEST TEAM

Floor Lead
Dave Padilla

Database Coordinator (Day Shift)
Brian Crowder

Database Coordinator (Night Shift)
Vince Fennel

Console Coordinators
Josh Chandler
Lee Cheramie
Max Martin

Console Coordinators (Night Shift)
Leviticus Davis
Judd Hollander
Brian Keppler

Testers
Alex Artukovich
Clarence Bell
Craig Bennet
Eric Berry
John Berry
Norman Boseman
Byron Brazil
Joseph Broyles
Michael Borunda
James Cha
Darren Chang
Andy Chen
Kristopher Chew
Giancarlo Contreras
Anthony D'Angel
Ryan Ellis
Collins Esguerra
Daniel Friedman
Ben Gardner
Dave Garcia-Gomez
Randy Guillote
Mark Guenther
Mike Harris
Vernon Hayes
Tony Henderson
Chris Hill
Teak Holley
Andrei Hozu
Alex Ibarra
Elliot Jackson
Francis Jimenez
David Kabelitz
Chris Keithley
Joseph Lagana
Laura Landolf
Darren Lee
Daniel Ludwig
Greg Manley
Josh Mast
Brandon Miller
Jeff Mitchell
Christian Murillo
Seth Nemec
Walter O'Neal
Trevor Page
Richard Park
Jeffrey Parker
Steven Pastore
Kevin Perry
Ramon Ramirez
Reza Rasoli
Dan Rohan
Guy Selga
Jon Sheltmire
Amber Sheriff
Tomohiro Shikami
Jon Swart
Steven Truong
Kijana Wallace
Don Warner
Clifton Webster
David Wilkinson
Benjamin Yee
Wei Zhao
Jovany Zuniga

Manager, QA Night Shift
Adam Hartsfield

Manager, QA Third Shift
Jason Levine

Manager, Technical Requirements Group
Marilena Rixford

Sr. Lead, Technical Requirements Group
Siôn Rodriguez y Gibson

Project Lead, Technical Requirements Group
Aaron Camacho

Testers, Technical Requirements Group
Ron Avila
Kyle Carey
Kris Kauthen
Robert Lara
Marc Villanueva

Sr. Lead, Network Lab
Chris Keim

Sr. Manager, Customer Support
Bob McPherson

Customer Support Leads
Gary Bolduc – Phone Support
Michael Hill – E-mail Support

CS/QA Special Thanks
Jim Summers, Jason Wong, Tim Vanlaw, Nadine Theuzillot, Ed Clune, Henry Villanueva, Jason Potter, Matt McClure, Glenn Vistante, Anthony Korotko, Jeffry Moxely, Jeff Sedivy, Indra Yee, Joule Middleton, Todd Komesu, Vyente Ruffin, Willie Bolton, Chad Siedhoff, Jennifer Vitiello, Jeremy Shortell, Nick Favazza, David Favazza, Mike Rixford, Tyler Rivers, Sarah Pepin

SPONSORS

4 Star
Adio
Almost
Element
eS
Etnies
Girl
Globe
Hawk Clothing
Hawk Shoes
Hurley
Matix
Nixon
Quiksilver
Shorty's
Volcom
Von Zipper
Birdhouse
Circa
DVS
Electric
Independent
RDS
The Firm
Vision Streetwear
Old Star Skates
Balzout
Random

VIDEO

900 Films
Jason Acuna
Steve Chalme
Brett Hardy
Mark Jeremias – Build Worldwide Inc.
Sam Margera
Jamie Mosberg
Chad Muska
Laban Pheidias

GRAFFITI ARTISTS

Amaze
Bigfoot
Craola
Dalek
Jazi
Epik
Kasl
Kero
Kiam
Kiaz
Krixl
Leo
Nels
Obey Giant
Riot
Seks
Shaba
WAI Crue
Yoshi

Tony Hawk is a registered trademark of Tony Hawk.

DivX® Video provided by Factor5 and DivXNetworks, Inc.

BUTTERFINGER® is a registered trademark of Société des Produits, Nestlé S.A., Vevey Switzerland

Jeep is a registered trademark of DaimlerChrysler Corporation. Trail Rated is a trademark of DaimlerChrysler Corporation. Graffiti optional.

The McDonald's trademarks and logos, including the "Golden Arches" logo, and all other related intellectual property are owned and licensed by McDonald's Corporation.

MOTOROLA and the Stylized M Logo are registered in the US Patent & Trademark Office. All other product or service names are the property of their respective owners. ©Motorola, Inc. 2004.

Napster and the Napster logo are trademarks of Napster, LLC that may be registered in the US and/or other countries.

SoBe, SoBe Courage and the Two Lizards Design are trademarks of South Beach Beverage Company, Inc.

Shrek is a registered trademark of DreamWorks L.L.C. Shrek 2, Shrek Ear Design and Shrek 'S' ™ & © 2004 DreamWorks L.L.C.

MUSIC CREDITS

"Deadly Sinners"
Performed by
3 Inches of Blood
Written by
3 Inches of Blood
Courtesy of Idol Management

"Over the Years"
Performed by 25 Ta Life
From the album Friendship, Loyalty, Commitment
Triple Crown Records
Music by 25 Ta Life
Lyrics by Rick Healey
www.triplecrownrecords.com

"No Jumper Cables (DJ paWL Remix)"
Performed by Aesop Rock
Courtesy of Definitive Jux Recordings
Written and Produced by Aesop Rock / I. Bavitz for 21 Bazooka Salute (SESAC)
Remixed by DJ paWL / P. Iannacchino for paWL made this
Recorded and mixed by NASA at Definitive Jux studios. Assisted by Spence Boogie.
Mastered by Tippy at The Hit Factory
From the Definitive Jux full length Bazooka Tooth.
www.definitivejux.net

"Trying To Find A Balance"
Performed by Atmosphere
Written by Slug and Ant
Published by Upside Down
Heart 50% /
Turn That Snare Down 50%
Courtesy of Rhymesayers Ent./Epitaph

"Top Billin'"
Performed by Audio Two
Written by Kirk Robinson
Produced Under License From Atlantic Recording Corp
By Arrangement with Warner Strategic Marketing
℗ 1988 Atlantic Recording Corp
Hot Buttermilk Music, Inc. (ASCAP). All rights for North and South America controlled and administered by Rykomusic, Inc. (ASCAP). All rights for the rest of the world controlled and administered by Rykomusic, Inc. (PRS).
©1988 Songs of Universal, Inc. obo itself and First Priority Music Publ.
All rights reserved.
Used by permission.

"Punks Jump Up To Get Beat Down"
Performed by Brand Nubian
By Rudolph Isley, Ronald Isley, O'Kelly Isley Jr., Lorenzo De Chalus and Derek Murphy
Produced Under License From Elektra Entertainment Group
By Arrangement with Warner Strategic Marketing
℗ 1992 Elektra Entertainment Group
Published by EMI April Music Inc.
©1993 Universal Music Corp.
All rights reserved.
International Copyright Secured.
Used by permission.

"Cheesecake"
Written by Camaros (Torben Jolma, Christian Sandaker, Karianne Stenbock)
From the album "Romantique" – Black Balloon Records 2002
Produced and mixed by Sven Olsen
Recorded at Athletic Sound Studios, Halden, Norway.
P & C 2002
Black Balloon Records

"Ring of Fire"
Performed by Johnny Cash
Courtesy of Columbia Records
By arrangement with Sony Music Licensing
Written by June Carter and Merle Kilgore
Used by Permission of Painted Desert Music Corp.

"Unknown Soldier"
Performed by The Casualties
Written by The Casualties
Song appears courtesy of SideOneDummy Records
www.thecasualties.net
www.sideonedummy.com

"Drums of Fire"
Performed by Cut Chemist
Written by Lucas MacFadden
Courtesy of Stable Sound

"Awesome R*"**
Performed by Das Oath
Published by Das Oath
Copyright by Dim Mak, Inc.

"Sonic Reducer"
Performed by Dead Boys
Written by Cheetah Crome, Stiv Bator, Johnny Blitz, Jeff Magnum, David Thomas, and Jimmy Zero.
Produced Under License From Warner Bros. Records, Inc.
By Arrangement with Warner Strategic Marketing
℗ 1977 Sire Records Company
©1978. CBGBs Music Corp. c/o Larry Spier, Inc. (ASCAP), New York, NY and Blue Disque Music c/o Warner-Chappell Music (ASCAP), Los Angeles, CA.
All rights reserved.

"Sin City"
Performed by Dead End Road
Written by Jimmy Ingram, Russell D'Amato, Rob Davey and Ralph D'Amato
Featuring Steph Maffei of Have Another Monkey on Lead
Recorded at Sound Matrix Studios, Fountain Valley, CA
www.deadendroad.net

"Beat Your Heart Out"
Performed by The Distillers
Written by Brody Armstrong
Produced under license from Warner Bros. Records, Inc.
By arrangement with Warner Strategic Marketing
℗ 2003 Reprise Records
Published by Chrysalis Songs o/b/o Distilla Nation Music (BMI)

"Liberate"
Performed by Disturbed
(Dan Donegan,
David Draiman, Steve "Fuzz"
Kmak, Mike Wengren)
Produced under license from
Warner Bros. Records, Inc.
By arrangement with
Warner Strategic Marketing
℗2002 Warner Bros.
Records, Inc.
© 2002 WB Music Corp.
(ASCAP) and Mother Culture
Publishing (ASCAP)
All rights on behalf of itself
and Mother Culture
Publishing administered by
WB Music Corp.
All rights reserved.
Used by permission.
www.disturbed1.com

"Certified"
Performed by Diverse
Written by Jon Krohn,
Kenny Jenkins
Courtesy of
Chocolate Industries
Published by RJD2

"Whirlwind Pyramid"
Performed by The D.O.C.
Written by Tracy Curry
Published by
Dollarz N Sense Muzick (BMI)
Produced Under License
From Elektra
Entertainment Group
By Arrangement with
Warner Strategic Marketing
℗ 1989 Atlantic
Recording Corp.

"Break on Through"
Performed by The Doors
Written by The Doors
Produced Under License
From Elektra
Entertainment Group
By Arrangement with
Warner Strategic Marketing
℗ 1995 Elektra
Entertainment Group
Published by
The Doors Music Company

"Here I Am"
Performed by The Explosion
Written by David Walsh
(Bostondazmusic), Damian
Genuardi (Contra Contra),
Matt Hock (Radicle X),
Sam Cave (Blue Alarm),
Andrew Black (Born In May)
From the album Black Tape
Courtesy of Virgin Records
and Tarantulas
Under license from
EMI Film & Television Music

"Mid Life Crisis"
Performed by Faith No More
Produced Under License
From London-Sire
Records, Ltd.
By Arrangement with
Warner Strategic Marketing
℗ 1992 Slash Records
Published by
Big Thrilling Music
www.rhino.com

"I Love Livin' In the City"
Performed by Fear
Written and published by
Lee Ving
Produced Under License
From London-Sire
Records, Ltd.
By Arrangement with
Warner Strategic Marketing
℗ 1978 Slash Records

"Lexicon Devil"
Performed by The Germs
Written by Darby Crash,
George Ruthenburg
Produced Under License
From London-Sire
Records, Ltd.
By Arrangement with
Warner Strategic Marketing
℗ 1978 Slash Records
©1980 Crash Course Music
(BMI) administered by
Bug Music, Inc. (BMI)

"I Like It"
Performed by Grand Puba
Produced Under License
From Elektra
Entertainment Group
By Arrangement with
Warner Strategic Marketing
℗ 1995 Elektra
Entertainment Group
Written by Grand Puba,
El De Barge,
Randy De Barge
Publishing administered by
The Game Entertainment

**"Holy Calamity
(Bear Witness II)"**
Performed by Handsome Boy
Modeling School
Written by Josh Davis,
Paul Huston, Dan Nakamura
Produced under license from
Tommy Boy Music
By Arrangement with
Warner Strategic Marketing
℗ 1999 Tommy Boy Music
©1999 Mo Wax Music Ltd.
All rights in the United States
and Canada administered by
Universal Music Corp.
All rights reserved.
Used by permission

"Back On the Radio"
Performed by The Hiss
Courtesy of Sanctuary
Records Group
Panic Movement
http://www.thehiss.com

"Pain"
Performed by
Jimmy Eat World
Written by James Adkins,
Thomas J. Linton,
Richard Burch
and Zachary Lind
Courtesy of
Universal Music Enterprises
Published by DreamWorks
Songs (ASCAP) and Turkey
On Rye Music (ASCAP)
administered by Cherry Lane
Music Publishing Company,
Inc. (ASCAP)

"Warsaw"
Performed by Joy Division
Produced Under License
From London-Sire
Records Ltd.
By Arrangement with
Warner Strategic Marketing
℗ 1978 London
Records, Ltd.
Published by Zomba
Enterprises, Inc. (ASCAP)
o/b/o Zomba Music
Publishers, Ltd., Fractured
Music. Under license from
BMG Film & TV Music.

"Grind On"
Performed by Kool Savas
& Melbeatz
Produced by Melbeatz
Written by S.Yurderi
(Premium Blend Music
Productions GmbH /
BMG UFA)
Music by Melbeatz
(Edition Optik/Sony/ATV)
Kool Savas & Melbeatz
appear with the courtesy of
Optik Records - Under
License to Subword / BMG
Ariola München GmbH

"Black Label"
Performed by Lamb of God
Courtesy of
Prosthetic Records
Published by Sony/ATV
Songs LLC

**"That's Why They Call
It A Union"**
Performed by
Less Than Jake
Written by Chris, Roger,
Vinnie, Buddy and JR
Produced under license from
Warner Bros. Records, Inc.
By arrangement with
Warner Strategic Marketing
℗ 2003 Warner Bros.
Records, Inc.

"Volume"
Performed by Libretto
Published by Libretto
Copyright by Dim Mak, Inc.

"End of the World"
Performed by The Living End
Written by Chris Cheney
Produced Under License
From Warner Bros.
Records, Inc.
By Arrangement with
Warner Strategic Marketing
℗ 2003 Warner Bros.
Records, Inc
© 2003 Fret Sounds
(ASCAP)

"Night Prowler"
Performed by
The Living Legends
Courtesy of Legendary Music
Published by
Legendary Music

"Sweet Willy Rollbar"
Performed by The Melvins
(Roger Osbourne)
Produced Under License
From London-Sire
Records, Ltd.
By Arrangement with
Warner Strategic Marketing
℗ 1994 Atlantic Records
©1995 WB MUSIC CORP.
(ASCAP), Prison Bride Music
(ASCAP) & Green Lantern
Music (ASCAP)
Rights on behalf of Prison
Bride Music &
Green Lantern Music
Administered by
WB Music Corp. (ASCAP)
All rights reserved.
Used by permission.

"Whiplash"
Performed by Metallica
Written by James Hetfield
Published by Creeping
Death Music (ASCAP)
Produced Under License
From Elektra
Entertainment Group
By Arrangement with
Warner Strategic Marketing
℗ 1983 Elektra
Entertainment Group

"Never Give Up"
Performed by Mike V
and the Rats
Written by Mike Vallely,
Jason Hampton
Used courtesy of Mike V
and the Rats

"No W"
Performed by Ministry
Written by Alien Jourgensen
℗ 2004 Courtesy of
Sanctuary Records Group
Published by Thirteenth
Planet, Inc.

"So It Goes"
Performed by Nebula
Written by Nebula
(Ruben Romano,
Eddie Glass)
© 2003 Volcanic Pineapple
Music (ASCAP).
Nebula appears courtesy of
Liquor and Poker Music.

"Interested In Madness"
Performed by Operatic
Written by Jesse Fritsch

"Rock and Roll High School"
Performed by The Ramones
(Jeffrey Hyman,
John Cummings,
Douglas Colvin)
Produced Under License
From Warner Bros.
Records, Inc.
By Arrangement with
Warner Strategic Marketing
℗ 1981 Sire
Records Company
©1980 WB Music Corp.
(ASCAP) and Taco Tunes,
Inc. (ASCAP)
All rights administered by
WB MUSIC CORP.
All rights reserved.
Used by permission.

"Fall Back Down"
Performed by Rancid
Written by Tim Armstrong
and Lars Frederiksen
Courtesy Of Hellcat Records
℗ 2003 Epitaph Records
Published by
You're A Rattlesnake
www.rancidrancid.com

"Power of Equality"
Performed by
Red Hot Chili Peppers
Written by Kiedis, Flea,
Frusciante and Smith
Produced Under License
From Warner Bros.
Records, Inc.
By Arrangement with
Warner Strategic Marketing
℗ 1991 Warner Bros
Records, Inc.
Published by Moebetoblame
Music (ASCAP)

"Soul Brother #1"
Performed by
Pete Rock & CL Smooth
Written by Peter O. Phillips,
Parker Lawrence,
William Griffin, Eric Barrier,
Carlton Ridenhour,
Hank Shocklee,
Joseph Ward, Simons Darryl
Matthews McDaniels,
Marcel Theo Hall
& Marlon Williams
Produced Under License
From Elektra
Entertainment Group
By Arrangement with
Warner Strategic Marketing
℗ 1992 Elektra
Entertainment Group
Published by Reach Global,
Inc. (ASCAP) obo itself and
Pete Rock Publishing &
Reach Global Songs (BMI),
WB Music Corp.

"That's Life"
Performed by Frank Sinatra
Written by Kelly Gordon,
Dean Kay
Produced Under License
From Warner Bros
Records, Inc.
By Arrangement with
Warner Strategic Marketing
℗ 1960 Reprise
Records, Inc.
©1964 renewed 1992
Universal-PolyGram
International Publishing, Inc.
All Rights Reserved.
Used by Permission

"Born Fe Rebel"
Performed by Steel Pulse
Courtesy of
Sanctuary Records Group
Published by Pulse Music

"1970"
Performed by The Stooges
(James Osterberg,
David Alexander,
Ron Asheton, Scott Asheton)
Produced Under License
From Elektra
Entertainment Group
By Arrangement with Warner
Strategic Marketing
℗ 1970 Elektra
Entertainment Group
© 1970 Warner-Tamerlane
Publishing Corp. (BMI),
Stooge Staffel Music (BMI),
& Bug Music, Inc. (BMI),
Warner-Tamerlane Publishing
Corp. administers o/b/o
Stooge Staffel Music
All rights reserved on
behalf of itself and
Stooge-Staffel Music
All rights reserved.
Used by permission.
www.rhino.com

"Rapper's Delight"
Performed by
Sugarhill Gang
Courtesy of Sanctuary
Records Group
Produced under license from
Rhino Entertainment Co.
By Arrangement with Warner
Strategic Marketing
℗ 1979 Sugarhill Records,
A Label Of Rhino
Entertainment Co.
Nile Rodgers (BMI) 50%,
Bernard Edwards (BMI) 50%
Sony/ATV Songs LLC (BMI)
50%, Bernard's Other Music
(adm. by Warner
Tamerlane) (BMI) 50%
All rights on behalf of
Bernard's Other Music (BMI)
Administered by Warner-
Tamerlane Publishing Corp.
(BMI) All rights reserved.
Used by permission.

"High Anxiety"
Performed by
The Suicide Machines
Written by The Suicide
Machines (ASCAP)
Song appears courtesy of
SideOneDummy Records
www.suicide-machines.com
www.sideonedummy.com

"Ego Trippin"
Performed by The
Ultramagnetic MC's
Written by Keith Thornton,
Cedric Miller,
Maurice Smith,
Trevor Randolph
Courtesy of
Roadrunner Records
Published by
Warner/Chappell Music,
Superstar International Music
and Maurice Smith Music
All rights reserved.
Used by permission.

"Add It Up"
Performed by
The Violent Femmes
Written by Gordon Gano
Produced Under License
From London-Sire
Records, Ltd.
By Arrangement with Warner
Strategic Marketing
℗ 1983 Slash Records
© 1980 Gorno Music
Courtesy of Gorno Music

"It's Gonna Be A Long Night"
Performed by Ween
Courtesy of Sanctuary
Records Group
Published by
Browndog Music

"Los Angeles"
Performed by X
Written by John Doe and
Exene Cervenka
Published by Verelia Music
(BMI) and Plaything Music
Produced Under License
From London-Sire
Records, Ltd.
By Arrangement with Warner
Strategic Marketing
℗ 1980 Slash Records

"Long Train Runnin'"
Performed by Zeke
Written by Donald Hales,
Jefferey Matz,
Richard Yalowitz
Zeke appears courtesy of
Relapse Records, Inc. From
the album "'Til The Livin'
End" which was recorded
Sound House Studios
by Jack Endino.
Relapse Release Publishing
(ASCAP). All rights for North
and South America
controlled and administered
by Rykomusic, Inc. (ASCAP).
All rights for the rest of the
World controlled and
administered by Rykomusic,
Inc. (PRS).

Special thanks to
Mack Hill at
Warner Strategic Marketing

ADDITIONAL MUSIC

Original Score cues written
by Fortus/Pittinsky
(fungusamungus music/
compound songs) BMI
Performed and recorded
by Compound

Special Thanks to
Richard Fortus

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats only technical issues.

Internet/E-Mail: http://www.activision.com/support

Our support section of the Web has the most up-to-date information available. We update the support pages daily so please check here first for solutions. If you cannot find an answer to your issue, you can email us using the support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only. The multiplayer components of Activision games are handled only through internet/e-mail.

Phone: (310) 255-2050

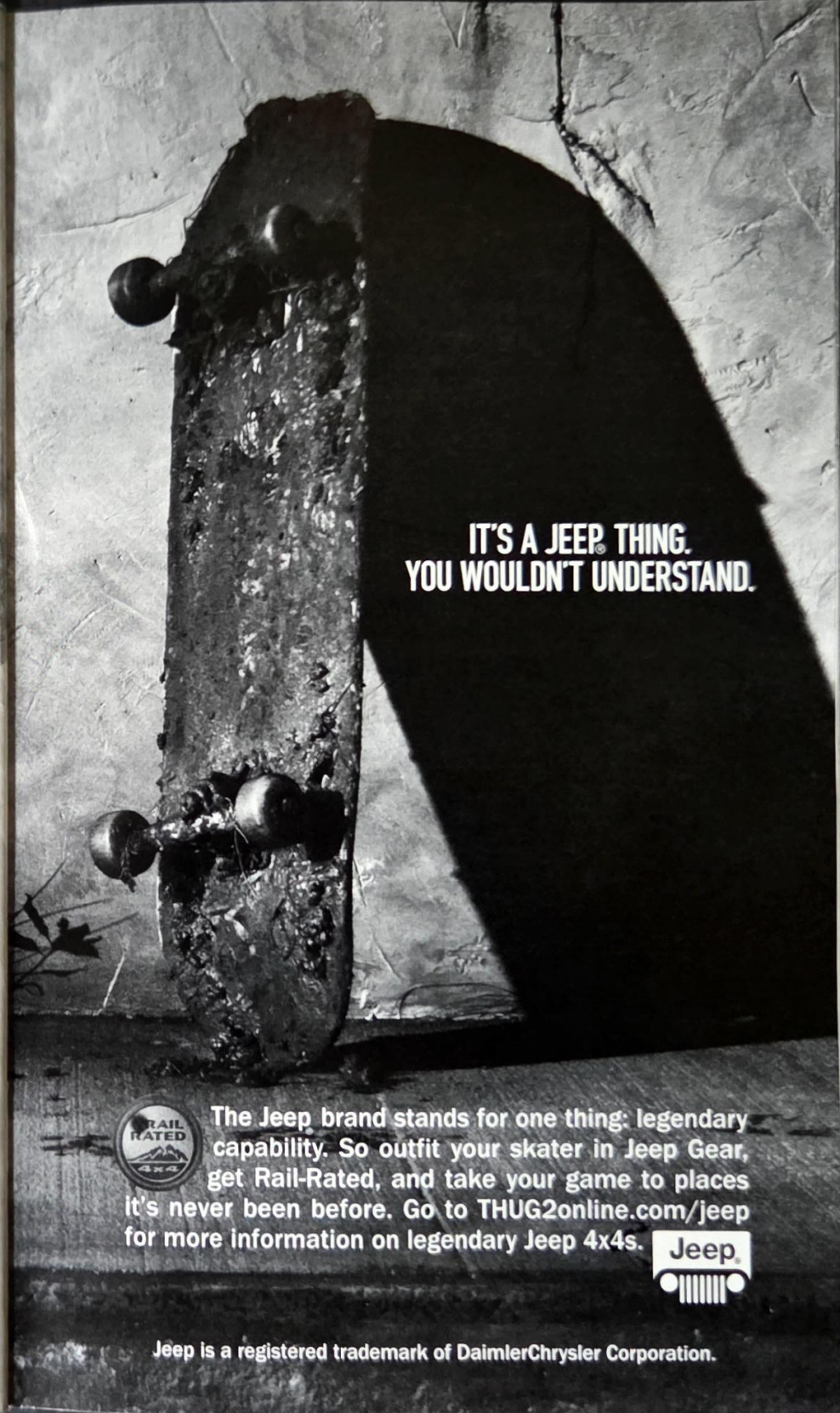
You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

Send Correspondence for Tony Hawk to:

Tony Hawk Fan Club
1116-A Melrose Drive #362
Vista, CA 92081
Or visit: www.tonyhawk.com.

Register your product online so we can enter you in our monthly drawing for a fabulous Activision prize.



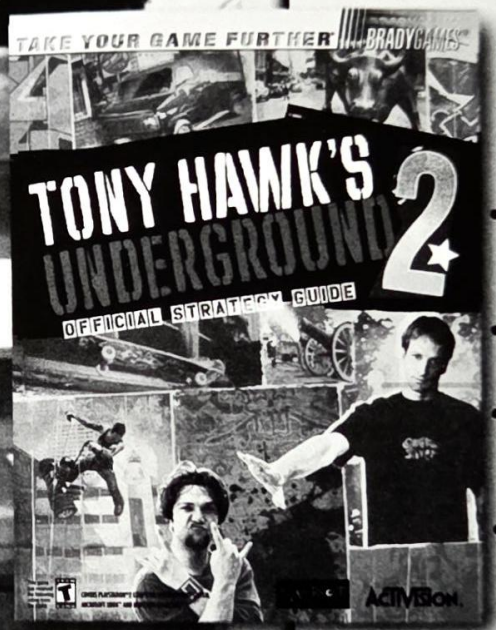
BREAK OUT OF
Nestlé Butterfinger baR
THE ORDINARY

To get the latest on gaming
and action sports
Dare to log on to Butterfinger.com

TAKE YOUR GAME FURTHER | BRADYGAMES®

TEAM HAWK vs. TEAM BAM

DESTRUCTION, MAYHEM
AND VICTORY ARE YOURS...



with the Official
Strategy Guide from
BradyGames!

- Complete Skatethru, Enhanced with Detailed Maps, Covering Every Objective and Goal.
- Extensive Tricks Section and Skater Basics.
- Strategies for the New Team Play and for Both Story and Classic Modes.
- Game Secrets and Much More!

To purchase BradyGames' *Tony Hawk's Underground™ 2 Official Strategy Guide*, visit your local electronics, book, or software retailer. Also available online at www.bradygames.com.

ACTIVISION. | NEVERSOFT | BRADYGAMES® TAKE YOUR GAME FURTHER

PRICE: $14.99 US / $21.99 CAN / £9.99 Net UK

© 2004 Activision, Inc. Activision is a registered trademark and THUG and World Destruction Tour are trademarks of Activision, Inc. All rights reserved. Tony Hawk is a trademark of Tony Hawk. PlayStation 2, GameCube and Xbox versions developed by Neversoft Entertainment. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

SoBe
yourself
COURAGE
CHERRY CITRUS FLAVORED BEVERAGE
SoBe
Tyson Beckford
SOBEBEV.COM
©2004 SOBE, INC.

2 WEEKS FOR FREE!
NAPSTER.COM
LEGALIZED IT
With Napster, you can download
750,000+ tracks. Try it now.
Get 2 weeks of Napster for FREE.
NAPSTER
NAPSTER
To get your 2 weeks of Napster, go to Napster.com/thug2
and enter your Promo Code: thug2

NOTES

NOTES

NOTES

SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disk(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

Call of Duty: Finest Hour © 2004 Activision, Inc. Activision is a registered trademark and Call of Duty and Call of Duty: Finest Hour are trademarks of Activision, Inc. All rights reserved. The Nintendo GameCube logo is a trademark of Nintendo. © 2001 Nintendo. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

Tony Hawk's Underground 2 © 2004 Activision, Inc. Activision is a registered trademark and THUG is a trademark of Activision, Inc. All rights reserved. Tony Hawk is a registered trademark of Tony Hawk. Developed by Neversoft.

Activision, Inc., P.O. Box 67713 , Los Angeles, C 90067

Printed in USA

80735.226.US

activision.com